

## Abstract

A ~~method for controlling~~ diffusive game, comprising: a diffusive space ~~being~~ having ~~comprised of~~ a plurality of regions; a plurality of variables for being put into the regions of ~~the diffusive space~~ and producing actions in the regions~~[[:]]~~. ~~wherein each~~ Each variable has an internal value, so that ~~each variable~~ it has its own mode according to the internal value~~[[:]]~~. ~~and a~~ A diffusive data processing unit ~~for performing~~ performs a relational operation on the internal value of the variable in the diffusive space and the regions, and also produces diffusive operations. The ~~method for controlling diffusive game according to this invention~~ sets a region in the diffusive space as the triggering region and a specific action on a variable as the triggering action. When ~~the~~ a player drives the variable to produce a triggering action, a diffusive data processing unit bases on the triggering region as the starting point to diffuse and transmit to each adjacent region according to the diffusive direction, and complete the diffusive and relational operation of the variable.